EIKI

Owner's Manual

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Memory Viewer function

This is the manual for the Memory Viewer function.
Read this manual thoroughly to operate the Memory Viewer function.
First, read the owner's manual of the projector to understand the basic operation of the projector and the safety instructions.
The safety instructions in the owner's manuals should be followed strictly.
Some functions are non-Mac-Compliant.

Memory Viewer function

The Memory Viewer function is to make a presentation or project an image without using computers or some other external equipment. You do not have to carry a computer or other equipment to project images.

Store images on a dedicated SD memory card and insert it into the SD memory card slot of the projector, then you can project those images.

Notes for Windows

This projector is also equipped with dedicated Network Viewer 5 software to edit the presentation images to project with the Memory Viewer function. With this function, you can edit images, photo data, or Power Point data into a more effective presentation data. For further information of the Network Viewer software, see the chapter "9. Network viewer function" on the separated "Network Owner's manual for Windows".

Which images can be projected with the Memory Viewer function?

With the Memory Viewer function, you can project images in these formats below.

- Bitmap data
- JPEG data converted with the Network Viewer 5 [File Converter 1 and 2] software.
- Text data
- Program file created with the Network Viewer 5 [Program Editor].

*Some data may not be projected even with these formats. In that case, convert that kind of data into JPEG data with the Network Viewer 5 [File Converter 1 and 2] software.

Text data used with Memory Viewer

Memory viewer supports the text file with the ASCII format for single byte. Other text formats cannot be supported.

Back up the data

It is recommended that important data to edit with Network Viewer and store in SD memory card should be stored in other media in advance. We are not responsible for any data losses or damages resulting from use of the Memory Viewer function.

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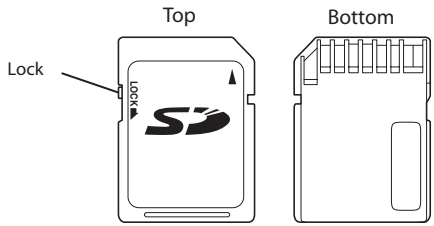
Each name of corporation or product in this owner's manual is either a registered trademark or a trademark of its respective corporation.

- The On-Screen Menu and figures in this manual may differ slightly from the product.
- The contents of this manual are subject to change without notice.

Memory card for the Memory Viewer function

The memory card is not provided with this projector. The types of memory card which can be used with the Memory Viewer function of this projector is "SD Memory Card". It may not be used with this projector depending on the type of the SD memory card. A new SD memory card or a card formatted by computer or camera must be formatted by this projector. The Memory Viewer function may not operate properly with a card formatted by other equipment.

Shape of SD memory card

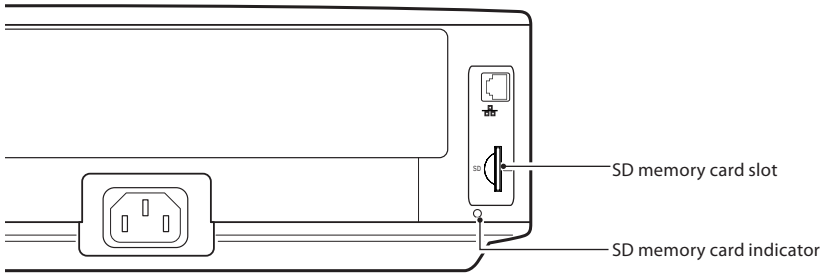


Capacity of SD Memory Card: up to 8GB

* There may not be used with this projector depending on the type or manufacturer of the SD memory card.

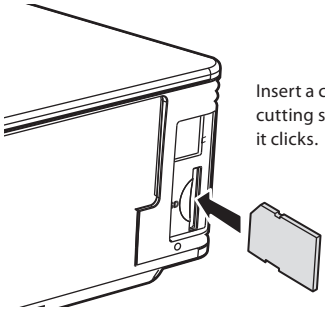
SD memory card slot

The projector provides an SD memory card slot on the back side. The SD memory card indicator lights up when the SD memory card is inserted rightly.

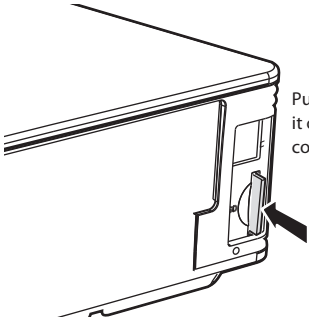


Inserting and removing the SD memory card

Insert the SD memory card into the card slot on the back side of the projector as shown in the figure below.



Push the SD memory card in the arrow direction gently to remove. The card comes out and you can remove it.



Direct start-up into the memory viewer mode

After inserting the SD memory card, the SD memory card indicator blinks, "Wired" or "Wireless" from the input menu of the projector is automatically selected, the memory viewer start-up image appears briefly and then an image stored in the SD memory card is displayed on the screen.

*Automatically, the same input of "Wired" or "Wireless" is selected as last time.
*If the image file is not available in the root directory of the SD memory card, the memory viewer browser window appears.
*During operating the Network Viewer, the Network Capture or the Moderator functions, the direct start-up into the memory viewer mode can not operate.
*When the projector is turned off and on while the SD memory card is left inside in the memory viewer mode, the projector starts into the memory viewer mode and an image stored in the SD memory card is displayed on the screen.

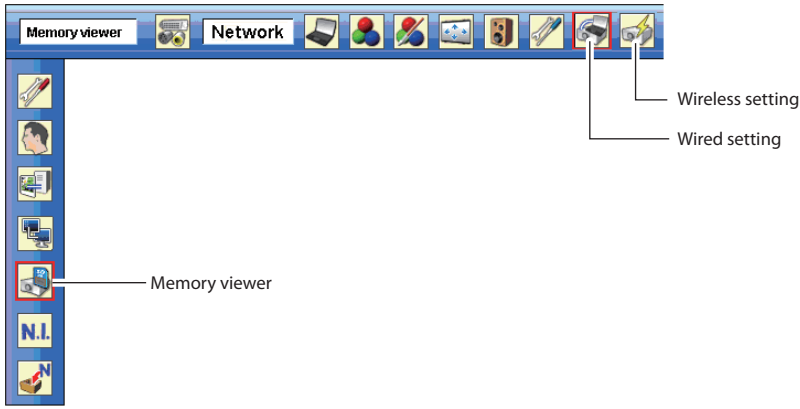
When you press **AUTO SETUP/CANCEL** button in the memory viewer mode, the memory viewer browser window as shown on page 6 appears on the screen.
When you remove the SD memory card during operating the projector in the memory viewer mode, the input source returns to the previous one selected just before inserting the SD card memory.

Note:

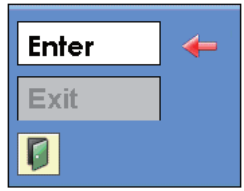
✎ During accessing to the SD memory card, do not turn off the power or eject the card because the data in the card might get damaged. During accessing, the SD memory card indicator is blinking
✎ The SD memory card allows you to insert or remove regardless of the power status of the projector.

Entering the memory viewer mode

1. Select “Wired” or "Wireless" from the input menu of the projector. The “Please wait...” message will be displayed on the screen. After short time, the network connection standby display screen "Ready for use" will appear.
2. Insert the SD memory card into the card slot on the back side of the projector. The card indicator lights up.
3. Select “Wired setting” or "Wireless setting" in the projector menu, and press **SELECT** button.



4. Select "Memory Viewer" with the point ▲▼ button and press **SELECT** button. The "Enter/Exit" pallet of the memory viewer appears.

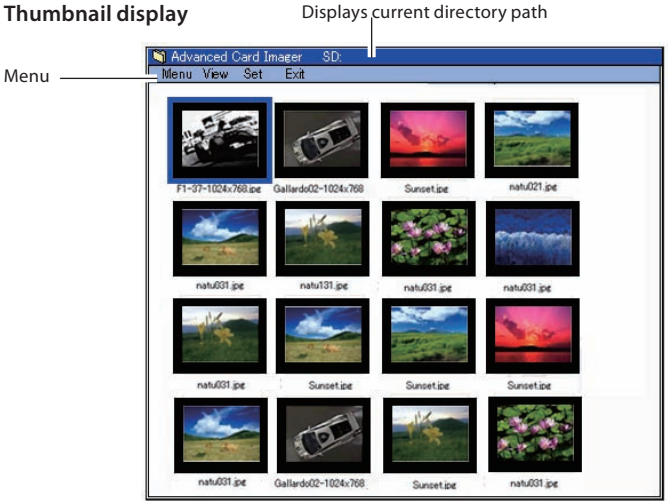


5. Select "Enter" and press **SELECT** button. The memory viewer start-up image appears briefly and an image stored in the SD memory card is displayed on the screen.
   * If the image file is not available in the root directory of the SD memory card, the memory viewer browser window appears.

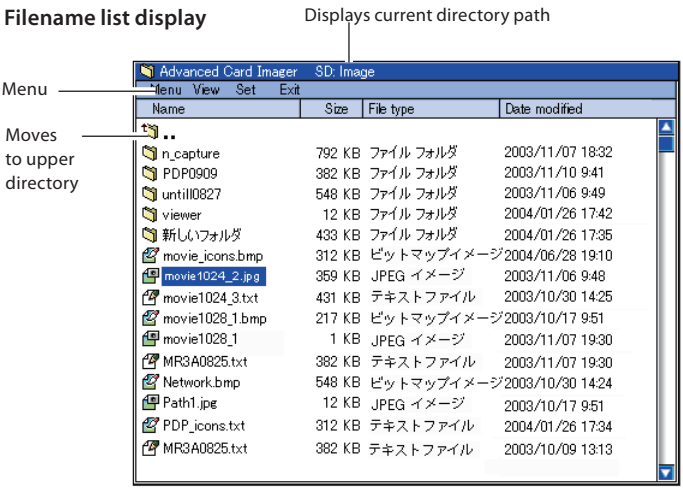
Displaying the memory viewer browser window

When you press **AUTO SETUP/CANCEL** button in the memory viewer mode, following browser window "Thumbnail" or "Filename list" appears on the screen.

Thumbnail display



Filename list display



* Even before the completion of thumbnail images drawing, the image selection is available by pressing point ▲▼◀▶ buttons. (Though thumbnail images drawing is interrupted by pressing any of point ▲▼◀▶ buttons, the operation is valid.)

* When you set up the custom screen size with the screen setting of the projector, a part of the browser window of the memory viewer may get cut off from the custom screen size. In that case, readjust the custom screen size.

Menu tree

Menu	Sub menu	Description
Menu	Manual mode	Mode to select a playing file respectively Available file types are JPEG(.jpg), Bitmap(.bmp), Text(.txt). Others are not available.
	Program mode	Mode to select a program file (.dpf) created by the program editor. * This mode is non-Mac-compliant.
	Format	Formats the SD memory card
View	Thumbnail	Displays files with the thumbnail on the browser window.
	Filename list	Displays files with the file name on the browser window.
Set	English < >	Selects display menu language, Japanese or English. Set with ◀▶ button
	3 sec. < >	Sets display period of an image in the auto display mode. (3 to 240 seconds) Set with point ◀▶ button.
	0 times < >	Sets the repeating times in the auto display mode. (0 to 255 times). 0 means endless play. Set with point ◀▶ button.
Exit		Quits the Memory Viewer operation.

Icon indication

Folder icon. Displays the contents of the selected folder with SELECT button

Top directory icon. Moves to upper directory with SELECT button

JPEG file icon

Bitmap file icon

Text file icon

Program file icon (Playback with the program mode)

Un-supported file icon

Selection of menu

1. To select the menu, press **AUTO SETUP/CANCEL** button in the memory viewer mode. The cursor moves from file selection window to menu.
2. Select the sub-menu with point buttons and press **SELECT** button. To cancel the selection, press **AUTO SETUP/CANCEL** button.

Note:
* The memory viewer does not support the resolution of image more than the panel resolution of the projector.
* Text file can be displayed up to 15,000 rows with 110 characters per row.

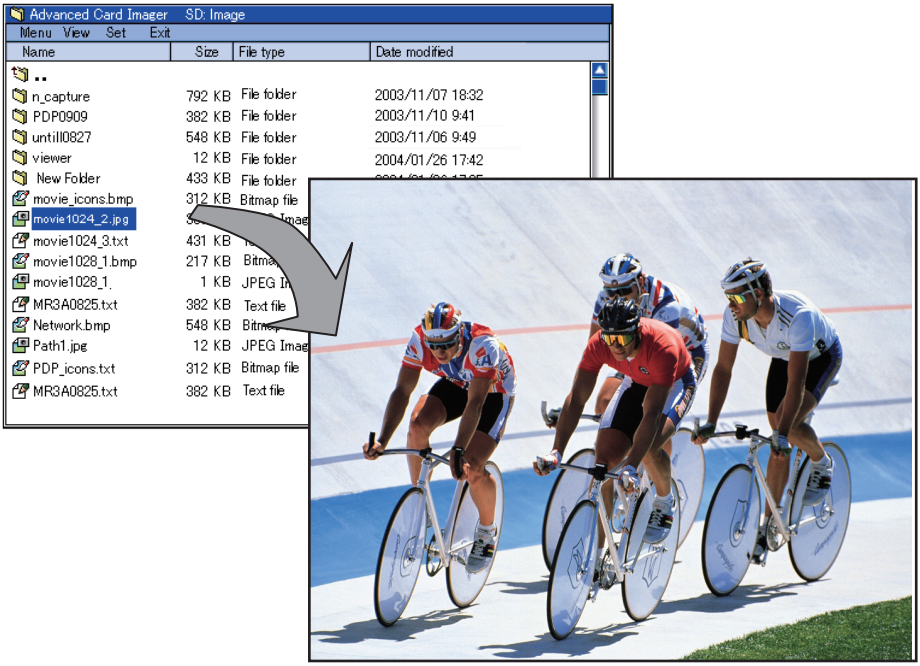
Image viewer in the manual mode

1. Select "Manual mode" from "Menu" on the browser window of the memory viewer and press **SELECT** button.
2. Select a file to display with point buttons and press **SELECT** button. The selected file image is displayed on the screen.
3. During displaying the image, you can control the displayed image with control buttons as described in the table below.

Point	Operation
▼	Manual playback with next file
▲	Manual playback with previous file
▶	Start auto-playback*
◀	Stop auto-playback*

* The display time of the image and the number of repeat at the auto-playback mode are set up from the "Set" menu on the browser window.
* Point ◀▶ buttons operate as the scroll key during displaying the text file .

Note:
During operating the memory viewer, the Network Viewer and Network Capture function cannot be used. The program file does not support in the manual mode. Use it in the program mode.


Advanced Card Imager SD: Image
Menu View Set Exit
Name Size File type Date modified
n_capture 792 KB File folder 2003/11/07 18:32
PDP0909 382 KB File folder 2003/11/10 9:41
untill0827 548 KB File folder 2003/11/06 9:49
viewer 12 KB File folder 2004/01/26 17:42
New Folder 433 KB File folder
movie_icons.bmp 312 KB Bitmap file
movie1024_2.jpg
movie1024_3.txt 431 KB
movie1028_1.bmp 217 KB
movie1028_1. 1 KB
MR3A0825.txt 382 KB Text file
Network.bmp 548 KB
Path1.jpg 12 KB JPEG Imag
PDP_icons.txt 312 KB Bitmap file
MR3A0825.txt 382 KB Text file

* To display the portrait documents such as text files, use the point ◀▶ buttons to scroll up and down the page.

Image viewer in the program mode for Windows

1. Select "Program mode" on "Menu" of the browser window of the memory viewer. And press **SELECT** button. The program files (.dpf) in the DispParam folder under the top directory are displayed.
   * If the DispParam folder is not placed in the top directory, the list of the folder name is displayed. Find the DispParam folder which stores the program file manually to display the contents of the folder.
2. Select a program file with point buttons and press **SELECT** button. The dialogue window appears and select "Yes" and press **SELECT** button to start the auto display. The images programmed by program file are displayed on the screen. The display period of the image and the number of repeat are set with the program file.
3. During displaying the image, you can control the displayed image with control buttons as described in the table below.

Point	Operation
▼	Manual playback with next file
▲	Manual playback with previous file
▶	Start auto-playback
◀	Stop auto-playback

Termination of memory viewer

To terminate the memory viewer function, take one of methods described below.

- Terminate with projector's on-screen menu.

1. Select "Wired" or "Wireless" from the input menu of the projector. Press **SELECT** button.
2. Select "Memory Viewer" with the point ▲▼ buttons and press **SELECT** button. The "Enter/Exit" pallet of the memory viewer appears.
3. Select "Exit" and press the **SELECT** button.

- Terminate with memory viewer mode

1. During the image displaying, press **AUTO SETUP/CANCEL** button. The browser window appears on the screen.
2. Press **AUTO SETUP/CANCEL** button again. The cursor moves to menu item.
3. Select "Exit" on the browser window with the point ◀▶ buttons and press **SELECT** button.

While operating the memory viewer, the Network Viewer and Network Capture function cannot be used.

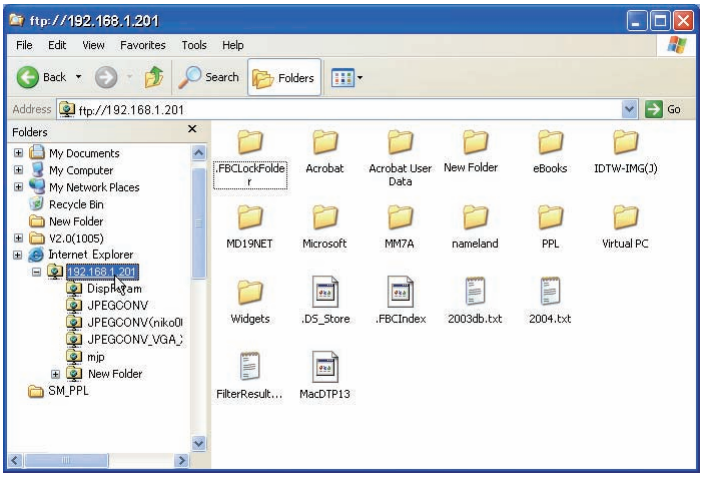
Notes for Windows:

* The program file (.dpf) is created with the program editor software. For further information, see the item "Creating a program file [Program Editor]" (p.115) described on the separated network owner's manual.
* The DispParam folder is automatically created when the program file with the program editor is stored. For further information, see the item "Creating the program file [Program Editor]" (p.115) described on the separated network owner's manual.
* When storing the program file into the SD memory card manually, create folder with the name of "DispParam" and store the program file into this folder.
* In the program mode, the browser window lists the program files and folders only. Other files are not listed.

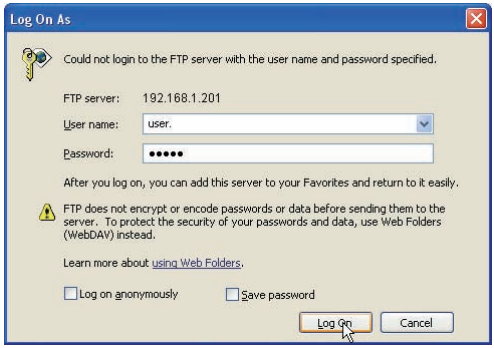
Duplicating the data into the SD memory card for Windows

It is described how to duplicate the data converted with the Network Viewer 5 [File Converter 1, File Converter 2] into the SD memory card through the network.

1. Launch the explorer software of the computer and type the IP address of the projector which has the SD memory card onto the address column. For example, "ftp://192.168.1.201".
   The contents of the SD memory card appear on the explorer window as below.
2. Move the projection data from the computer into the SD memory card.



Note:
If the network PIN code is set for the projector, the authentication window appears as below. In that case, enter "user" into the User Name column and the network PIN code of the projector into the Password column. *User Name must be "user".


Log On As
Could not login to the FTP server with the user name and password specified.
FTP server: 192.168.1.201
User name: user.
Password: •••••
After you log on, you can add this server to your Favorites and return to it easily.
FTP does not encrypt or encode passwords or data before sending them to the server. To protect the security of your passwords and data, use Web Folders (WebDAV) instead.
Learn more about using Web Folders.
Log on anonymously
Save password
Log On
Cancel

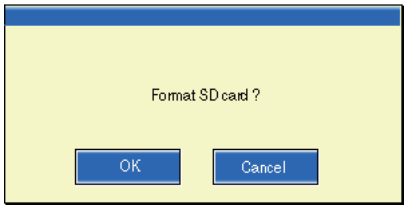
* The data converted by the Network Viewer 5 [File Converter1] can be stored into the SD memory card mounted on the projector directly. For further information, refer to chapter Network Viewer function, "Setting of output destination and conversion mode" (p.113) described on the separated Network Owner's manual for Windows.

* The program file created by the Program Editor can be stored into the SD memory card mounted on the projector directly. For further information, refer to chapter Network Viewer function, "Creating the program file" (p.115) described on the separated Network Owner's manual for Windows.

Formatting the SD memory card

A new SD memory card or a card formatted by computer or camera must be formatted by this product. Memory Viewer function may not operate properly with a card formatted by other equipment.
* It cannot be formatted when the lock switch of the card is set to "LOCK" position.

1. In the memory viewer mode, press **AUTO SETUP/CANCEL** button. The browser window appears on the screen.
2. Press **AUTO SETUP/CANCEL** button again. The cursor moves to menu item.
3. Select "Format" from "Menu" with the point buttons and press **SELECT** button. The format confirmation window appears.
4. Select "Yes" with the point buttons and press **SELECT** button to start formatting. It takes about 1-2 seconds to complete the formatting.



Note:
✐ During formatting the SD memory card, do not turn off the power or eject the card because the data in the card might get damaged. During formatting, the SD memory card indicator is blinking.

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